

FIG. 1

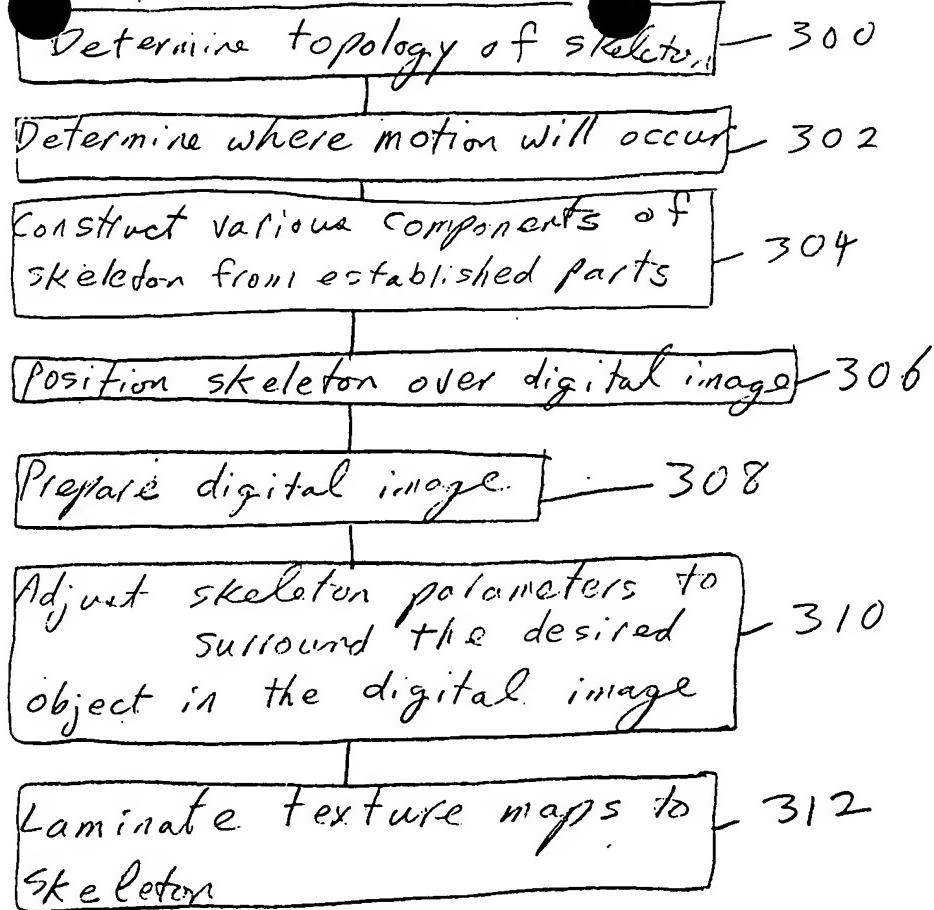


FIG 2

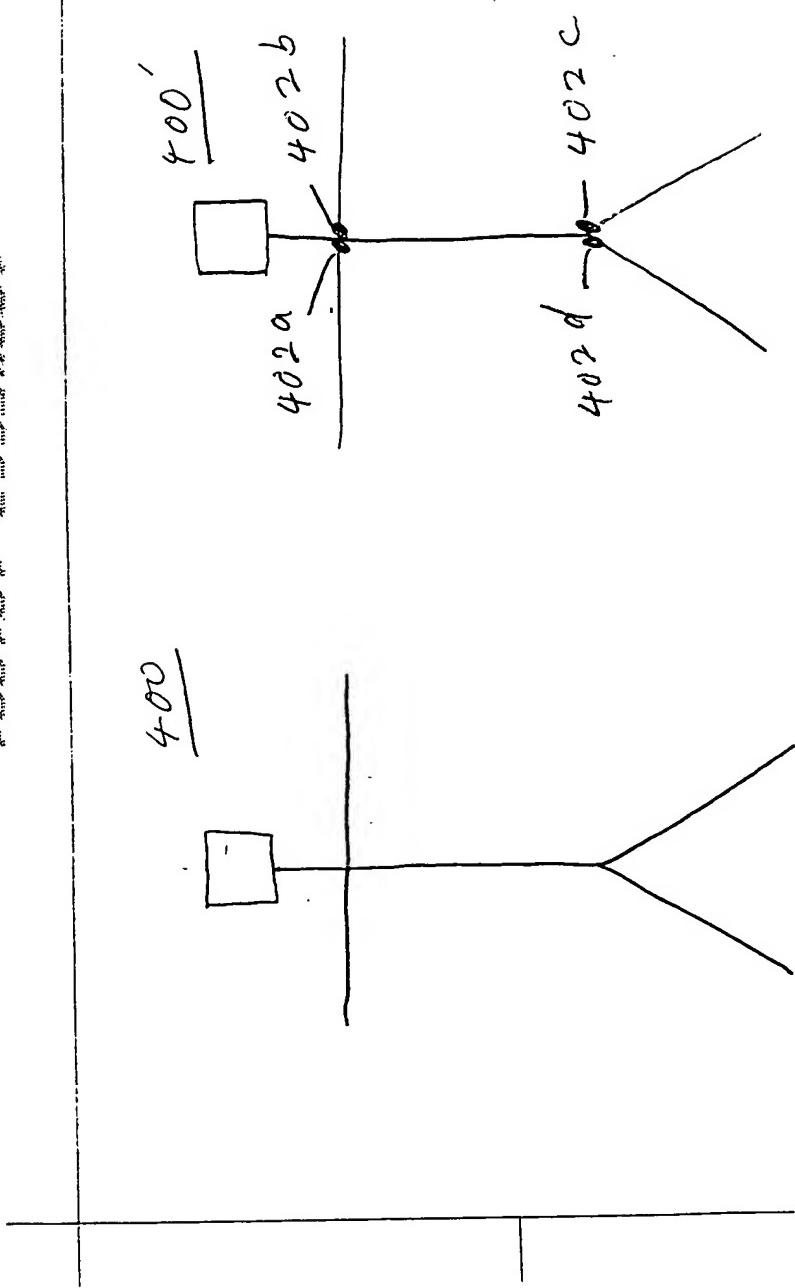


FIG 3B

FIG 3A

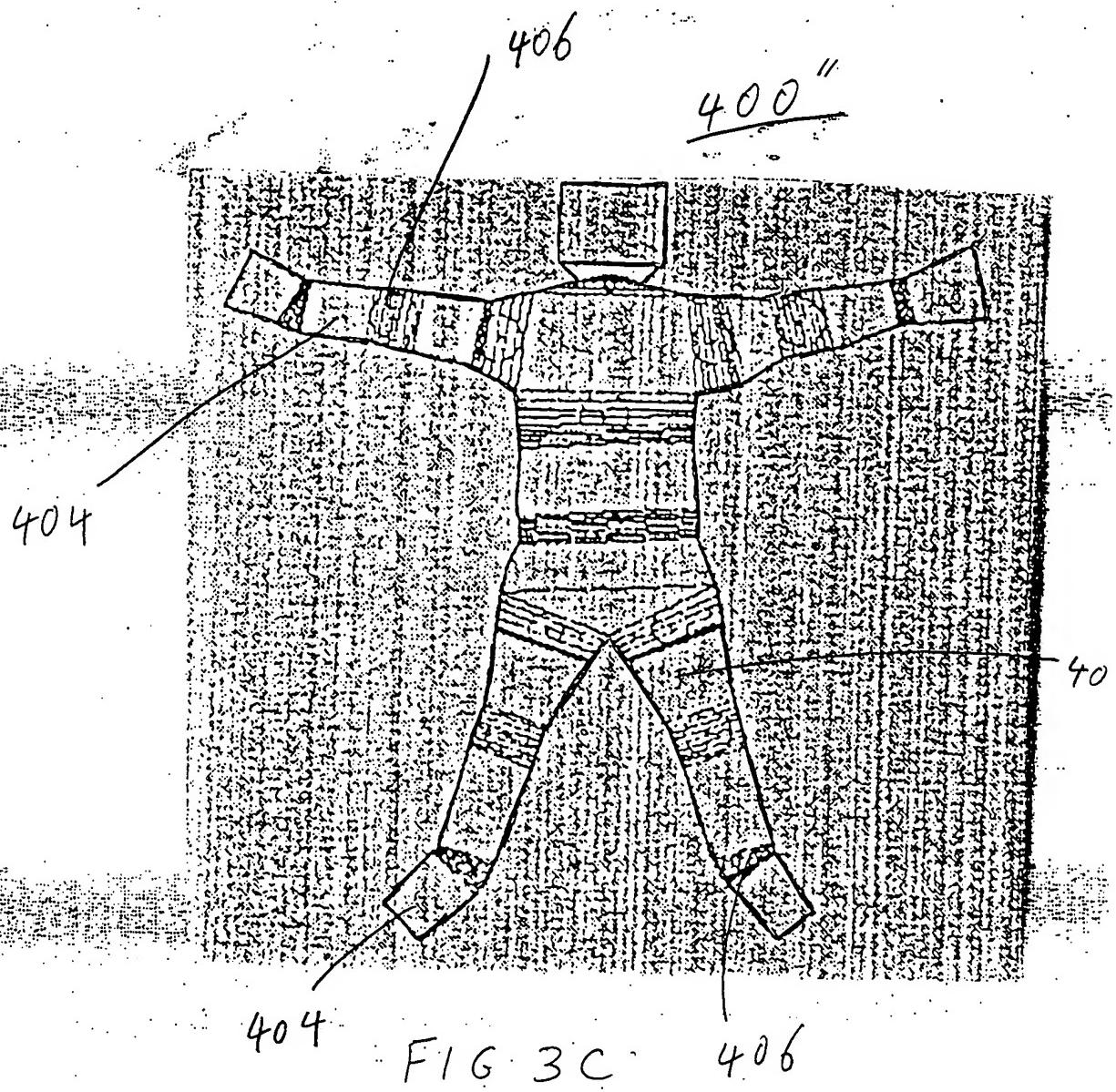




FIG 3D

410



FIG 3E



FIG. 3F

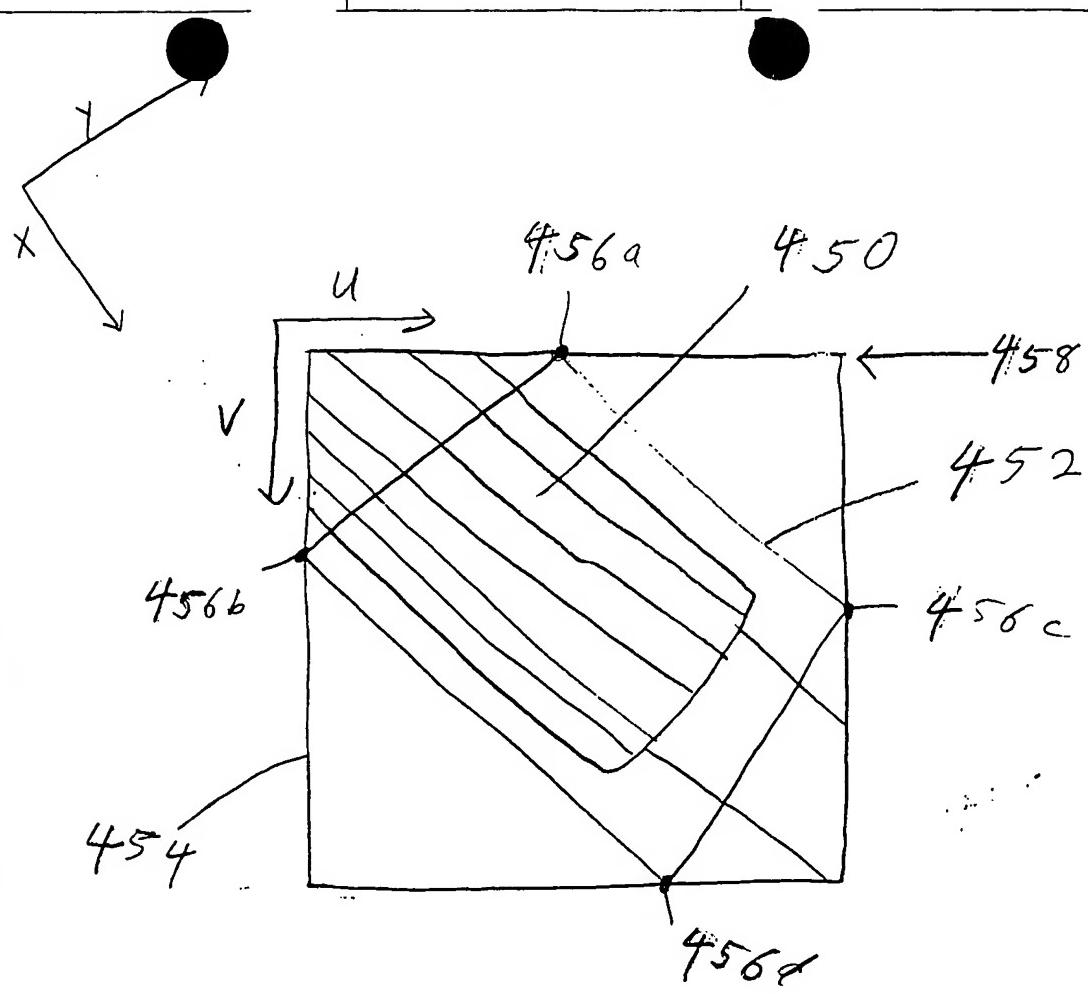


FIG. BG



FIG 4

transmit data over a network
related to the generation of a
personal character, wherein the
data related to the generation of
the personal character is no longer
transmitted once the object is
generated

-600

Transmitting data related to an
animation of the personal character

-602

FIG 5